

How to play.

Aim:

To collect all six robot cards and build a robot.

Target language:

Body parts but can be adapted to suit any vocab.

Set up:

You will need 1-4 counters, a set of robot cards for each player, a set of robot cards to act as vocab cards (these may be subsidized according to what you are teaching) and one dice per group.

You can make the robot cards by cutting the templates into six pieces using the lines provided

Sort the robot cards into individual piles of six. This will help to ensure that students don't pick up duplicate cards.

How to play:

Each player rolls a dice the highest role goes first. Play continues in a clockwise direction. Role the dice. Read the square you land on and consult the table in the center of the board. Follow the instructions. If you land on a question and name the vocab card correctly you may take a robot card, if you do not answer correctly you lose a robot card.

Remember:

You need six robot cards to win.

Do not stop when you reach go. Treat it as a safe square and continue.

Three is the magic number.